

**IN THE SPECIFICATION:**

**Please amend the paragraph beginning on page 4, line 20, as follows:**

The advantage of using several probe images simultaneously is that it enables the creation of a single higher quality and/or higher resolution probe image that may then be used by the face recognition system to yield better recognition rates. First, in accordance with the principles of the invention described in commonly-owned, co-pending U.S. Patent Application Serial No. 09/966,406 [[\_\_\_\_]] [Attorney Docket 702053, Atty D# 14901] entitled FACE RECOGNITION THROUGH WARPING, the contents and disclosure of which are incorporated by reference as if fully set forth herein, the probe images are warped slightly with respect to each other so that they are aligned. That is, the orientation of each probe image can be calculated and warped on to a frontal view of the face.

**Please amend the paragraph beginning on page 5, line 6, as follows:**

Particularly, as described in commonly-owned, co-pending U.S. Patent Application Serial No. 09/966,406 [[\_\_\_\_]] [Attorney Docket 702053, Atty D# 14901], the algorithm for performing face recognition from an arbitrary face pose (up to 90 degrees) relies on some techniques that may be known and already available to skilled artisans: 1) Face detection techniques; 2) Face pose estimation techniques; 3) Generic three-dimensional head modeling where generic head models are often used in computer graphics comprising of a set of control points (in three dimensions (3-D)) that are used to produce a generic head. By varying these points, a shape that will correspond to any given head may be produced, with a pre-set precision, i.e., the higher the number of points the better precision; 4) View morphing techniques, whereby given an image and a 3-D structure of the scene, an exact image may be created that will correspond to an image obtained from the same camera in the arbitrary position of the scene. Some view

morphing techniques do not require an exact, but only an approximate 3-D structure of the scene and still provide very good results such as described in the reference to S.J. Gortler, R. Grzeszczuk, R. Szelisky and M.F. Cohen entitled "The lumigraph" SIGGRAPH 96, pages 43-54; and 5) Face recognition from partial faces, as described in commonly-owned, co-pending United States Patent Application Nos. 09/966,408 [[ \_\_\_\_\_ ]] [Attorney Docket 702052, D#14900 and Attorney Docket 702054, D#14902], the contents and disclosure of which is incorporated by reference as if fully set forth herein.

**Please amend the paragraph beginning on page 6, line 22, as follows:**

More specifically, according to the invention, the multiple probe images are combined together into a single higher resolution image. First, these images are aligned with each other based on correspondences from the warping methods applied in accordance with the teachings of commonly-owned, co-pending U.S. Patent Application Serial No. 09/966,406 [[ \_\_\_\_\_ ]] [Attorney Docket 702053, Atty D# 14901] and, once this is performed, at most pixel points (i, j), there are as many pixels available as the number of probe images. It is understood that after alignment, there may be some locations where not all the probe images contribute to after warping them. The resolution is simply increased as there are many pixel values available at each location. As the success rate of the face recognition is related to the resolution of the image, the higher the resolution, the higher the success rate. Therefore, the classifier device used for recognition is trained with the high-resolution images. If a single low-resolution image is received, the recognizer will still work, but if a temporal sequence is received, a high-resolution image is created and the classifier will work even better.